

DROVEN

INVENTOR 

ANCESTRY	HUMAN (DROMAAR)	BACKGROUND	TINKER
SPEED	25 FEET	PERCEPTION	 +7 (TRAINED)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, FEY, GOBLIN, ORCISH, RAZATLANI, SAKVROTH	CLASS DC	21
STRENGTH		DEXTERITY	
STR	+4	DEX	+2
CONSTITUTION			
CON	+2		
INTELLIGENCE		WISDOM	
INT	+4	WIS	+0
CHARISMA			
CHA	+0		

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	63	22
FORTITUDE	REFLEX	WILL
 +11	 +9	 +9

STRIKES

MELEE	- warhammer +14 [+9/+4] (shove), 2d8+4 bludgeoning - dagger +13 [+9/+5] (agile, finesse, thrown 10 feet, versatile S), 1d4+4
RANGED	crossbow +11 [+6/+1] (range increment 120 feet, reload 1), 1d8 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
 +2	 +11 ●	 +11 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
 +14 ●●	 +0	 +0
ENGINEERING LORE (INT)	INTIMIDATION (CHA)	LORE (OTHER; INT)
 +11 ●	 +0	 +4
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
 +0	 +0	 +11 ●
PATHFINDER SOCIETY LORE	PERFORMANCE (CHA)	RELIGION (WIS)
 +11 ●	 +0	 +0
SAILING LORE (INT)	SOCIETY (INT)	STEALTH (DEX)
 +13 ●●	 +11 ●	 +9 ●
SURVIVAL (WIS)	THIEVERY (DEX)	
 +0	 +12 ●●	

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition*, Orc Ferocity
CLASS FEATS	Advanced Construct Companion*, Built-In Tools, Explosive Leap ♦, Searing Restoration ♦
GENERAL FEATS	Toughness
SKILL FEATS	Inventor*, Specialty Crafting (blacksmithing), Trick Magic Item, Wary Disarmament
CLASS ABILITIES	expert overdrive*, Explode ♦♦, innovation (construct), Overdrive ♦, peerless inventor*

* Abilities with an asterisk have already been calculated into Drogen's statistics and do not appear elsewhere.

EQUIPMENT

BULK	Current: 6, 9 L; Maximum: 14 Bulk
WORN	backpack, basic prosthesis, charlatan's gloves, crafter's eyepiece, crossbow (20 bolts), dagger, everlight crystal, lesser healing potion (2), hide armor, ring of sigils, +1 striking warhammer
STOWED	moderate ablative armor plating, basic crafter's book, bedroll, moderate blast boots, chalk (10 pieces), flint and steel, rations (2 weeks), repair kit (built into Whip), rope (50 feet), soap, thieves' toolkit (built into Whip), torch (5), waterskin
WEALTH	3 gp



WHAT IS AN INVENTOR?

You are someone with a brilliant mind capable of creating clever inventions. In combat you can deploy explosives, gadgets, other innovations, and, most notably, your intelligence to best your foes.

EQUIPMENT

The following rules apply to Drogen's equipment.

□ **Ablative Armor Plating, Moderate** (consumable) Ablative armor plating is additional plating, combined with springs, clever clockwork, and improvised padding, to absorb damage by knocking the additional pieces free. The pieces slowly come apart on their own with time and movement. The process of attaching the plating takes 10 minutes. The wearer gains 10 temporary Hit Points that last for 10 minutes or until lost. Removing the plating early destroys it.

Agile (trait) The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

□ **Blast Boots, Moderate** ♦ (consumable, manipulate) **Effect** These sets of rockets come in pairs and strap onto existing footwear (or a creature's feet). Inserting them and aligning them properly takes 1 minute. When you Activate the blast boots, you can High Jump or Long Jump, without the need to Stride first. When you Activate the moderate blast boots to High Jump, you can increase the vertical distance of your High Jump by up to 30 feet. When you Activate them to Long Jump, you can increase the horizontal distance of your Long Jump by up to 45 feet.

Charlatan's Gloves (invested, magical) These gloves grant a +1 item bonus to Thievery (already calculated into Drogen's statistics) and allow you to cast *telekinetic hand* as an innate occult spell.

Crafter's Eyepiece (invested, magical) You gain a +1 item bonus to Crafting checks (already calculated into Drogen's statistics). When you Repair an item, increase the Hit Points restored to 10 + 20 per on a success or 15 + 30 on a critical success.

Everlight Crystal (light, magical) This stone or gem sheds magical bright light constantly in a 20-foot radius (and dim light for the next 20 feet), requires no oxygen and generates no heat. The crystal can be covered, but the light can't be extinguished.

Finesse (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

□□ **Healing Potion, Lesser** (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate** ♦ (manipulate); **Effect** Upon drinking this potion you regain 2d8+5 Hit Points.

Repair Toolkit A repair toolkit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair toolkit to Repair items using the Crafting skill.

Ring of Sigils (arcane, invested) This silver band is carved with the personal sigils of different individuals, adding one to represent you when you invest it. The ring allows you to cast *sigil* as an arcane innate cantrip.

Activate—Track Sigil ♦ (concentrate, detection) **Frequency** once per 10 minutes; **Effect** You detect the general direction toward the most recent *sigil* you created using the ring. This activation fails if the *sigil* is more than 5 miles away or if there's lead or running water between you and the *sigil*.

Shove (trait) You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

Thieves' Toolkit You need a thieves' toolkit to Pick Locks or Disable Devices (of some types) using the Thievery skill. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks appropriate to your toolkit; this doesn't require using the Repair action.

Thrown (trait) You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait) A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

FEATS AND ABILITIES

Drogen's feats and abilities are described below.

Innovation Drogen's innovation is his construct companion Whirp. You know how to spend additional time directing, controlling, or programming your construct innovation for a more complex plan of action. You can spend 2 actions to Command instead of 1 when commanding your construct companion; your construct companion can then use an additional action (normally 3 actions, rather than 2). If your innovation is destroyed, you can spend 1 day of downtime and attempt a Crafting check with a high DC for your level (DC 22 for 5th level); on a success, you rebuild it. An innovation only works due to your constant maintenance and tinkering, and therefore has no market Price.

Advanced Construct Companion You've upgraded your construct companion's power and decision-making ability. It becomes an advanced construct companion (already calculated into Whirp's statistics). During an encounter, even if you don't use the Command a Minion action, your construct companion can still use 1 action on your turn that round to Stride or Strike.

Built-In Tools You've built tools into your innovation so you can access and use them easily. You have built your thieves' toolkit and your repair kit into Whirp. As long as you are adjacent to Whirp, you have the same quick access to these tools as the tools you are wearing, and they don't count against the usual limit of tools you can wear.

Explode ♦♦ (fire, manipulate, unstable) You intentionally take your innovation beyond normal safety limits, making it explode and damage nearby creatures without damaging the innovation... hopefully. The explosion deals 4d6 fire damage with a basic Reflex (DC 21) save to all creatures in a 5-foot emanation around Whirp.

Explosive Leap ♦♦ (fire, move, unstable) You aim an explosion from your innovation downward to launch yourself into the air. You jump up to 30 feet in any direction without touching the ground. You must land on a space of solid ground, or else you fall after using your next action. As normal for effects where you fall after using your next action, you still fall at the end of your turn, even if you don't use any further actions that turn.

Special Whirp can take this action rather than you.

Low-Light Vision You can see in dim light as though it were bright light, and you ignore the concealed condition due to dim light.

Orc Ferocity ➤ **Frequency** once per day; **Trigger** You would be reduced to 0 Hit Points but not immediately killed; **Effect** Fierceness in battle runs through your blood, and you refuse to fall from your injuries no matter how terrible they may be. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

Overdrive ♦ (manipulate) **Frequency** once per round; **Effect** Temporarily cranking the gizmos on your body into overdrive, you try to add greater power to your attacks. Attempt a Crafting check that has a standard DC for your level (DC 20 for 5th level).

Critical Success Your gizmos go into a state of incredible efficiency called critical overdrive, adding great power to your attacks. Your Strikes deal additional damage equal to your Intelligence modifier plus 1 for 1 minute. After the Overdrive ends, your gizmos become unusable as they cool down or reset, and you can't use Overdrive for 1 minute.

Success Your gizmos go into overdrive, adding power to your attacks. As critical success, except the additional damage is equal to half your Intelligence modifier plus 1.

Failure Your gizmos whine concerningly and begin to smoke. Your Strikes deal 1 additional fire damage.

Critical Failure Whoops! Something explodes. You take fire damage equal to half your level (rounded up), and you can't use Overdrive again for 1d4 rounds as your gizmos reset.

Special When under the effects of Overdrive, you can still use the Overdrive action. You can't extend your Overdrive's duration this way, but you can turn an overdrive into a critical overdrive if you critically succeed. A failure has no effect on your current Overdrive, and you end your Overdrive on a critical failure.

Searing Restoration ♦ (fire, healing, manipulate, unstable) They told you there was no way that explosions could heal people, but they were fools... Fools who didn't understand your brilliance! You create a minor explosion from your innovation, altering the combustion to cauterize wounds using vaporized medicinal herbs. You or a living creature adjacent to you regains 3d10 Hit Points. In addition, the creature you heal can attempt an immediate flat check to recover from a single source of persistent bleed damage, with the DC reduction from appropriate assistance.

Special Whirp can take this action rather than you, though because it's not a living creature, it can't use the ability on itself.

Specialty Crafting Your training focused on Crafting one particular kind of item. You gain a +1 circumstance bonus to Crafting checks to Craft items related to blacksmithing. If it's unclear whether the specialty applies, the GM decides.

Toughness Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. You reduce the DC of recovery checks by 1.

Trick Magic Item ♦ (manipulate) You examine a magic item you normally couldn't use in an effort to fool it and activate it temporarily. For example, this might allow a fighter to cast a spell from a wand or allow a wizard to cast a spell that's not on the arcane list using a scroll. You must know what activating the item does, or you can't attempt to trick it.

Attempt a check using the skill matching the item's magic tradition, or matching a tradition that has the spell on its list, if you're trying to cast a spell from the item. The relevant skills are

Arcana for arcane, Nature for primal, Occultism for occult, Religion for divine, or any of the four for an item that has the magical trait and not a tradition trait. The GM determines the DC based on the item's level (possibly adjusted depending on the item or situation).

If you activate a magic item that requires a spell attack modifier or spell DC and you don't have the ability to cast spells of the relevant tradition, use your level as your proficiency bonus and the highest of your Intelligence, Wisdom, or Charisma modifiers (modifier +9, DC 19 at 5th level).

Success For the rest of the current turn, you can spend actions to activate the item as if you could normally use it.

Failure You can't use the item or try to trick it again this turn, but you can try again on subsequent turns.

Critical Failure You can't use the item, and you can't try to trick it again until your next daily preparations.

Unstable (trait) Unstable actions are experimental applications of your innovation that even you can't fully predict. When you take an unstable action, attempt a DC 15 flat check immediately after applying its effects. On a failure, the innovation malfunctions in a spectacular (though harmless) fashion, such as a belch of smoke or shower of sparks, and it becomes incapable of being used for further unstable actions. On a critical failure, you also take an amount of fire damage equal to half your level. You can spend 10 minutes retuning your innovation and making adjustments to return it to functionality, at which point you can use unstable actions with that innovation again.

To take an unstable action, you must be using your innovation (for example, wearing an armor innovation or wielding a weapon innovation). If you have a minion innovation, some unstable actions are taken by the minion instead of you. In these cases, only the minion can take that action, and the minion needs to have been Commanded that turn to take the action. If you critically fail the flat check, the minion takes the damage instead of you.

Wary Disarmament If you trigger a device or set off a trap while disarming it, you gain a +2 circumstance bonus to your AC or saving throw against the device or trap. This applies only to attacks or effects triggered by your failed attempt, not to any later ones, such as additional attacks from a complex trap.

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INVENTOR

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SPELLS

Droven can cast the following cantrips due to his magical gear. He can cast *sigil* as an arcane innate spell when wearing his *ring of sigils*. He can cast *telekinetic hand* as an occult innate spell when wearing his *charlatan's gloves*.

Sigil ♦♦ (cantrip, concentrate, manipulate) **Range** touch; **Targets** 1 creature or object; **Duration** unlimited (see below); **Effect** You harmlessly place your unique magical sigil, which is about 1 square inch in size, on the targeted creature or object. The mark can be visible or invisible, and you can change it from one state to another by using an Interact action to touch the target. The mark can be scrubbed or scraped off with 5 minutes of work. If it's on a creature, it fades naturally over the course of 1 month.

Telekinetic Hand ♦♦ (cantrip, concentrate, manipulate) **Range** 30 feet; **Targets** 1 unattended object with a Bulk of 1 or less; **Duration** Sustained; **Effect** You create a floating, magical hand, either invisible or ghostlike, that grasps the target object and levitates it slowly up to 20 feet in any direction. When you Sustain the spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

WHIRP

CONSTRUCT

ANCESTRY	CONSTRUCT	SIZE	SMALL
SPEED	25 FEET	PERCEPTION	+11 (TRAINED)
SENSES	IMPRECISE HEARING, PRECISE VISION		
LANGUAGES	NONE		
STRENGTH	DEXTERITY	CONSTITUTION	
STR +4	DEX +4	CON +3	
INTELLIGENCE	WISDOM	CHARISMA	
INT -4	WIS +2	CHA +0	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	55	21
FORTITUDE +12	REFLEX +13	WILL +11

STRIKES

MELEE	- fist +11 [+6/+1], 2d8+4 bludgeoning - ear +11 [+7/+3] (agile, finesse), 2d6+4 slashing
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SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+11 ●	-4	+11 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
-4	+0	+0
INTIMIDATION (CHA)	LORE (OTHER; INT)	MEDICINE (WIS)
+7 ●	-4	+2
NATURE (WIS)	OCCULTISM (INT)	PERFORMANCE (CHA)
+2	-4	+0
RELIGION (WIS)	SOCIETY (INT)	STEALTH (DEX)
+2	-4	+11 ●
SURVIVAL (WIS)	THIEVERY (DEX)	
+9 ●	+3	

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SUPPORT BENEFIT AND ABILITIES

ADVANCED CONSTRUCT COMPANION

During an encounter, even if you don't use the Command a Minion action, Whirp can still use 1 action on your turn that round to Stride or Strike.

CONSTRUCT

Whirp is a construct and doesn't need to eat or breathe. Because a construct isn't a living creature, effects that heal living creatures can't help it recover Hit Points. Restoring Hit Points to Whirp requires using the Repair action or other means that can restore Hit Points to objects and nonliving creatures.

When Whirp reaches 0 Hit Points, it becomes broken and begins sparking and might be destroyed if you don't Repair it. This works the same as the normal dying rules and determines if your construct is destroyed, with the following two changes. First, most effects that end the dying condition don't work to save a construct companion, but a construct can be stabilized using the Administer First Aid action, using the Crafting skill instead of Medicine. Second, instead of gaining and tracking the wounded condition, if your construct becomes broken in this way more than twice within a 10-minute period, it's destroyed, and you'll need to reconstruct it by spending a day of downtime.

IMMUNITIES

bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, and void

MANUAL DEXTERITY

Whirp has articulated hands or similar appendages with significant manual dexterity. Whirp can perform manipulate actions with up to two of its limbs. As normal for a companion, it still can't wield weapons or held items that don't have the companion trait, and it can't activate items.

SENSES

Your construct companion has precise vision, imprecise hearing, and vague touch senses, but no sense of smell or taste.

